

GAME MANAGEMENT
12 & Under FALL SOFTBALL
2004

ASA Rules will govern unless otherwise noted hereafter.

ASSIGNMENT AND ELIGIBILITY OF PLAYERS

Teams made up of “coach recruited” participants and will consist of up to a maximum of 12 players.

Age as of July 31, 2005

It is the responsibility of the coach to check the birthdates of all players, regardless if the player was assigned by the Parks & Recreation staff, or recruited by the coach.

- **Game time** - 6:00pm and 7:30pm. Each game will be seven innings, or called by time. Time will be kept by City of Tempe Official Site Supervisor and he/she will notify each team of the time. The timer will be set for 1:10 minutes. When the timer goes off, the inning being played will be completed to end the game. (The aim of the timing is to have games last approximately 1.5 hours each.)
- Teams may start a game with 8 players.
- **TO START THE GAME, THE FIRST TIME THE VISITORS COME UP TO BAT, THEY WILL BE ALLOWED A MAXIMUM OF 6 RUNS. ALL TURNS AFTER THAT, INCLUDING THE FIRST TIME THE HOME TEAM COMES TO BAT, THE TEAM WILL BE ALLOWED TO SCORE AS MANY AS IT TAKES TO TIE (the current score) PLUS SIX (6) RUNS.** There is no “continuation rule” for runners coming in home after the six-max run is reached. After the sixth run scores (that is: allowing as many runs as it takes to tie plus 6), the other team will come to bat regardless of the number of outs in the inning.
- **Forfeits – TO FORFEIT OR NOT TO FOREIT?** If a team has 7 players, the game will be allowed to start under the following guidelines. The team with only seven players automatically becomes the visitor, and goes up to bat. If the 8th player, for that team shows up before the end of the first at bats are up, the player will be added to the line up and the game will continue as a regulation game. IF the “8th” player does not show up in time, the game will continue under the forfeit guidelines of, borrowing player or players, and two innings with umpires officiating will be played. When a forfeit situation occurs, it is the option of the coaches present to “borrow” a player(s), from the opposing team and TO play a “practice scrimmage” for two innings. After two innings, the teams must vacate the field.
- **Complete Games** – Three complete innings is considered a full game, unless called due to time.
- **Run Rule** - Any team ahead 15 runs after 3 innings or 60 minutes will be declared the winner.
- **Run Limits** – Teams are limited to “as many runs as it takes to tie, plus 6 runs per inning. See above for start of game.
- **Tie Game** – Games that are tied at the end of regulation time will use the International Tie Breaker Rule (LadyHawks modified). **Tie Game set Up:** The last out from the previous inning starts on second base. Innings will start without any outs. The team will have an opportunity to score as many runs as possible using three outs.
- **Stealing: Stealing of second, third and home is allowed.** Runners are entitled to advance with liability to be put out when the ball LEAVES THE PITCHER’S HAND.

- **Drop Third Strike:** Will **NOT** be allowed in 12U.
- **Ball Size:** 11" ball White Cover/White Stitch or Yellow Optic Cover /Red Stitch
- **Batting Line up - All** players present will be placed in the team's batting order. Unlimited substitution at all fielding positions. (Exception: Pitcher removed from the position due to trips to the mound by coach.) Pinch runner may only be used for an injured player. Pinch runner will be the last out in the line-up. It is recommended that all players be rotated to different fielding positions and that if a player doesn't start one game the player start the next.

PRACTICE TIMES AND SITES

Practice fields are available by contacting the Recreation Coordinator, on a limited basis for pre-season practice. During season, fields are very limited and each coach and team should seek out available fields on an individual basis. If you call the Parks and Recreation office, you must be a Tempe resident to reserve fields and there is a cost involved. **Please call either Bobbi or Misty first.** We encourage you to use your neighborhood schools and parks associations. If schools are used please contact the school principal for permission (exception: Kyrene School District.)

Practice times are up to the coach. Practice should not be held earlier than 8:00am or later than 9:00pm. Also, please refrain from practicing on Sundays.

Coaches are asked to practice their team twice a week prior to the start of the season. Practices should not be longer than 1-½ hours in length. Coaches should provide a practice schedule to the parents.

Please don't practice on fields that are lined and prepared for games that evening. In addition make sure that recently irrigated fields are thoroughly dry before allowing team to practice on them. This will help prevent injuries; as well as maintain the quality of the field.

FIELD SPORTS HOTLINE: 480-350-5293

League information: www.tempe.gov/pkrec/sportspage/

Age as of July 31, 2005

It is the responsibility of the coach to check the birthdates of all players, regardless if the player was assigned by the Parks & Recreation staff, or recruited by the coach.

The City of Tempe must register **all players before they can practice or play in games**. Coaches that play ineligible players will not be allowed to coach.

Uniforms and Jewelry

- City of Tempe does not provide uniforms for the Fall Season. There are no uniform requirements for teams; HOWEVER, coaches must put FIRST AND LAST NAMES on their line up cards. Line up cards should be submitted to the official scorekeeper 10minutes before game time.
- No jewelry (rings, bracelets, watches, necklaces, etc.) is to be worn by the players. Exception: Stud earrings will be allowed.
- Coaches are also required to wear a city issued coaching shirt to participate.
- **Temporary tattoos are not permitted. Permanent tattoos are allowed.**

Footwear

- Metal cleats, of any kind, ARE NOT to be worn by coaches or players.

Line-up Cards

At the start of the game each coach will submit to the scorekeeper a line-up card containing FIRST AND LAST NAME of players that are present. Special notation should be made concerning players who will not play due to, vacation, illness, injury or disciplinary action. Please inform the scorekeeper when a substitute enters the game.

Warm-up

If time allows and for the first game of the night, 25 minutes before the scheduled game time the home team will have the field for 10 minutes (**for the first game of the night only**). The next 10 minutes will belong to the visiting team. Five minutes prior to game time the field will be cleared and the coaches will meet with the umpire and field supervisor at home plate where ground rules and line-up card will be exchanged.

PLAYING TIME

All players have the expectation to play at least 50% of each game. It is recommended that if a player doesn't start one game, that player should start the next. (Often 7 innings is not completed, due to time. Keep this in mind when lining up your substitutions, and do not wait until the fourth inning to make subs.)

Each head coach is responsible for making sure that the spirit of this rule is followed, and is responsible for his or her own team. Opposing teams may not question another team's substitution status as it pertains to the playing time rule.

It is the responsibility of the coach to enforce this rule. Parents are asked to notify the Recreation Coordinator if they think their child is not receiving fair playing time.

- It is recommended that players be rotated to different fielding positions.
- To ensure fairness, it is recommended that if a player does not start in a game, that the player will start the following game.

Pitching

- The delivery of a single pitch in a game shall count as one inning pitched. A pitcher who leaves the pitching position may return to that position during the game provided they were not: removed from the game (pitcher must play another defensive position) or the conference rule. (i.e. Coaches visit in an inning)
- See page 81 and 82 of the ASA rule book for pitching regulations.

Pitcher and Coach Conference:

There shall be allowed one charged conference per inning with the pitcher. The second charged conference in the same inning should result in the removal of the pitcher from the pitching position. If the pitcher is removed because of conferences on the mound, they are ineligible to return to the pitching position.

Catcher

Catchers must wear the protective gear (chest protector, throat guard, shin guards, and helmet with mask) during practice, pitcher warm-up and games. An adult may warm up a pitcher while catcher is getting ready.

Any child/participant, or anyone under 18 yrs. old, in a crouch position to receive a pitch, even during warm ups, **MUST WEAR FULL PROTECTIVE GEAR** (chest protector, throat guard, shin guard, helmet and mask).

This includes family members, helpers, anyone under 18 yrs. old.

Infield Fly Rule

The infield fly rule will be in effect.

Base Stealing

Base runner must keep contact with the base and may leave it only when the ball has left the pitchers hand. No early stealing. Penalty: ball is dead and baserunner is out.

Standings and Awards

NO League standings will be kept for the leagues. There will be a single elimination – blind draw post season tournament.

Under no circumstances should coaches collect money from team members for “team parties” and/or awards.

In the event of any rule question or cases not covered in the LadyHawks Softball Guide Handbook the recreation coordinator shall have the authority to institute new rules or to change rules, to maintain the continuity of the “LadyHawks” Competitive Softball Program.

LadyHawks Fall 2004 Softball Staff

DIRECTORY OF LEAGUE STAFF:

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